

# CEREBRAL NEBULA

ମନ୍ତ୍ରାଲୟ ପାଇଁ ଯାହାକୁ ଆଜିର ଦିନରେ କାହାରେ କାହାରେ କାହାରେ

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1 April 1967

THE CELESTIAL NEBULA is a journal of Postal Diplomacy run by a group of Seattle Dippy players (although the editor does most, if not all, of the work) who are attempting to spread the blite of Postal Diplomacy. All correspondence should be directed to the editor: Greg Long, 3526 S.W. 112, Seattle, Wash. 98146.

Any literary contributions are particularly solicited although the ed. reserves the right to edit or condense. Any letters concerning rules and what not are also welcomed.

\*\*\* C.H. #1 休博

1990

Until Mr. Boardman designates the following game, it will be C.N. #1. The following positions were chosen by lot except to separate two or more players. Only two of the players are experienced in Postal Dippy, so, anything can happen. So, bare your backs and come out fighting.

England: Dan Evans  
3405 Westchester  
Los Angeles, Calif. 90009

Russia Tom Rosenbaum  
3411 S. 90th St.  
Tucson, Wash. 98409

**François** Larry Peery (sorry about that Tom)  
8834 Estelle St. San Diego Calif. 92115

**Germany:** Richard Metzger, 1000 Flora Street, Chicago, Illinois 60614  
227 East Hall, University of Chicago, Chicago, IL 60637

**Italy:** Stephen Ernest Justice, 1111 GEORGE ST., B.C.V., Victoria,  
Box 255, VICTORIA, VICTORIA, B.C., CANADA V8T 5Z6.  
Zenith, Wash., 98701.

3) *satyagrahi* द्वारा देखनी की जाती है। यहाँ से विभिन्न प्रकार की

**AMERICAN: John Aiden  
3401 Nicola  
Bakersfield, CA 93309**

**310 Garrison St.,**  
**Denver, Colo. 80226**

Spring 1901 moves are due on April 21, 1967. Direct moves to Greg L.  
3526 S.W. 112, Seattle, Wash. 98146 Game Fees must also be paid by  
April 21, 1967.

time. Any player who does not send in moves will have his forces stopped and if forced to retreat, will have that piece removed from play. Si-

by players are may be used when a player drops from play. Players are asked when possible to send retreats along with Spring moves. Also, may be asked to be made conditional on a retreat.

*May we always be more than we were yesterday.*

GENERAL MEMPHIS

The following query is posed by Douglas Beyerlein.

" I visited Portland, Oregon between the 19th and 24th of March. During my stay, I played a game of Diplomacy with some of the local players in the area. A situation arose that I think should be re-examined. The same situation came up in AUSTRIA. I have come up with a different answer than John Boardman however. This was the situation in our game: RUSSIA: Fleet Rum. + Black S.

Army Gal.(S) Army Ser. + Rum.  
Army Sev. + Rum.

AUSTRIA: Army Bud.(S) Army Ser.+ Rum.  
Army Ser. + Rum.

RUSSIA: I

France :Fleet Con. + Black S.  
Now the question is does the Austrian Army Ser. make it to Rumania? In a similar situation in AUSTRIA John Boardman ruled the whole thing a stand off. Now I do not say that Boardman's ruling was right or wrong because the rule book does not cover things like this. Also, John S could rule in his 'zine as he sees fit. Before I give my ideas on this, lets play around with it. Let's say that the Austrian armies stood, USA would then Russian armies force the retreat of Russia. No, it would be a stand off. Now if the Russian armies stood, the supported Austrian attack would have dislodged the Russian fleet. So the whole thing depends on whether the Austrian armies attack. Am I winning you over? (No-ed.)

THE BEYERLEIN COMPROMISE. I hope I have convinced the dissenters that this can easily be looked at in a different perspective. Therefore, my compromise should satisfy the majority. Here is my compromise. The terms: (1) the Austrian Army Serbia does not make it to Rumania, (2) the Russian fleet must retreat from the province of Rumania, (3) the Russian Army does not advance into Rumania. I hope these terms will even out things and make both players involved realize the risks involved.

Unfortunately in the game in which this happened we could not come to any definite terms, so the Russian and Austrian players went outside to settle their differences. After a few minutes of bloodshed they came to a draw and after shaking their hands on the matter, the game board was dismantled. My only regret was that I was winning.

(Well Doug, I think your article is quite interesting but the present rule book would support Mr. Boardman's solution to this problem ( a stand off.) I assume you are trying to point out that the Austrian attack has not altered the stand off situation. Actually, the Austrian attack has merely validated the supported attack, thus, a stand off. Also, your compromise would have more far reaching effects than you realize. Your compromise would warrant more arguments in games even vaguely related to the original problem. Without any recognized rules, there would be even more bloodshed.)

A situation similar to Doug's was discussed by Richard Shagrin (ed. of HIGH LIVER) and I quite recently. Although involving more variables, it was essentially the same thing. Mr. Shagrin termed my interpretation as a "conditional attack", which is basically this: a supported attack against a unit of the same country will only be valid when it will not dislodge that friendly unit. Thus, so long as the friendly unit is not dislodged, any attack against that unit is valid. Most gamemasters follow this same ruling.

If anyone has any further thoughts on this subject, I'd like to hear them. Also, Richard Shagrin is going to bring up a situation similar to this one in his zine THE HIGH LIVER. If you're a little confused, just read him coming (it's good you'll be even more so), if you can read the babblings of an overworked computer). Sorry I beat you to the punch. Richard, (I ed.) may sound really a nerd but so you can imagine what he's like, he's seven years old with gophers shorter than an old dog's neck fur. Just for a few conditions about ed of boxes ed you

### Cerebral Metamorphosis

-or, how to bring up a subject other  
gamesmasters won't condescend to touching  
and how edit the song, does torment of new book along like w/I know  
all father round you follow Bippy typeset along  original writing be  
And hear the story bold and clear.  
About the clever gamemaster  
Who rouses doubt and fear."

- retch

and

every accident has its good side are now being passed; especially  
that a new rulebook, or question answer and the supporting statement  
on the rules for Diplomacy under the Support Grade! The exception  
mentioned under 'Conflicts' is that an order to move, with support,  
against a unit belonging to the same country as the moving or supporting  
unit is of no effect; that is, a country may not force one of its own  
units to retreat. To me this statement does not show the correct re-(?)  
lationship between moving with support against a friendly unit and  
dislodging a friendly unit? Particularly notice where "that is" is used.  
The sentence has stated that to move with support against ones own  
unit will dislodge it. Well, moving with support against your own unit  
will not always force it to retreat (another unit could support the  
unit being attacked). Since these two parts of the sentence are not the  
same thing, the statement must be interpreted to have two meanings. i.e.  
two separate rules. No knowledge of the game of Diplomacy is needed to  
come to this conclusion. Simply ask yourself what would happen if a  
sentence intended to relate a rule, which had two parts which are not  
the same thing, with a "that is". The only interpretation is two separate  
rules.

This argument could be used to support the fallacy of the Chalker Rule.  
Although I won't use this in my zine I think some explanation should be  
given for why the rule is worded in this ambiguous fashion.

Lets see who's the first person to prove me crazy (besides my b.s.)

I am against a new rulebook, the present rulebook could be sufficient  
as long as the known ambiguities are stated somewhere in the rules. Thus,  
a question answer modification could be made as a supplement to the  
present rules. This policy is used by the Avalon Hill Co. and has been  
quite successful. Since Mr. Galhamer is the only real authority on  
Diplomacy, he could very well give his views on the rules and no person  
could argue with any authority.

Some thoughts on diplomacy by Noah Webster.

1. Art and practice of conducting negotiations between nations, as in arranging treaties.
2. Artful management in securing advantages without arousing hostility.

'FACT' - Napoleon is the person most frequently assumed by the mentally ill.

Another fact. Sic is used to show or emphasize the fact that something  
has been copied just as it is in the original. Sic set in brackets is  
used to mark an error in quoted material or as used by gamesmasters:  
(sic).

Sic is also "American slang" for sick.

Random quote from my dad's speech



ZAP 1811 April Fools

radio testfus e qu' guidat et uoc' e  
guidonat et bresendens t'now exetessere.

Well I'm still going. What was it Turner said, "get all the work done on Friday night?" This probably won't get published until the middle of the week.

motor

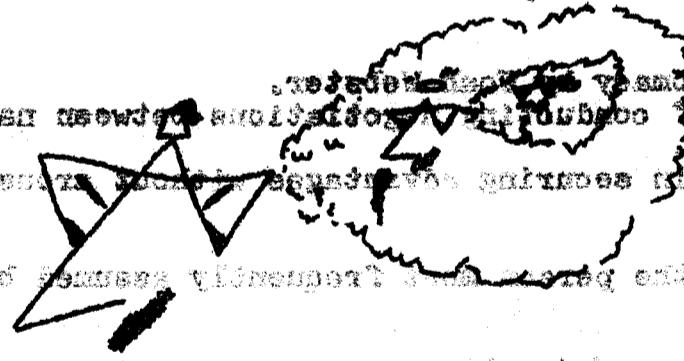
The ~~CENTRAL~~ BULGARIA Gives Full Support to Strategy and Tactics

5. The readers themselves also contribute many fine articles. After all, they get paid for services rendered.

**GOODBYE WORLD 2013**

Although Chris Wagner is editor, S&T is reached through:

The following ad blue woodpecker sent to me by Mr. T. H. C. L. is as follows:



*...zgħejek kien u tħalli kib u s-siddu kien kif idher? -*

at an auditorium crowded with people to witness this trial.

**selected galaxies**

~~RECEIVED IN LIBRARY~~ ~~SEARCHED~~ ~~INDEXED~~ ~~SERIALIZED~~ ~~FILED~~

Guess what I'll have next issue?



Annoticing ?

Oh Yes! Rod Walker has given us the C.K. to run a section of Imperialis VII in this zine. We will use either the new revised maps, or the old version (there is only a small change in the south.) If you don't have any maps for these games, the current selling price is 25¢. The countries will be selected by lot. The first six people to write will be in. The fee, \$2.00 (unless you wish to contribute to our worthy cause, I don't think I'd better say what its worthy of.)

Send your \$ to my accomplice in ignorance: Doug Beyerlein

3934 S.W. Southern  
Seattle, Wash. 98116

NEW GAME

A new section of regular Diplomacy is hoped for. Hope, Hope. The next game will have a majority of experienced Postal players. The people who receive this issue are asked to sign up for that game. And I mean YOU!

Concerning team games. Any group of postal players may sign up for a team game. If enough teams write in next issue or before, I will publish the names of and members of the teams. The teams can then select who they want to play. There must be a joint agreement on who's playing who and the countries to be used. A three-man team (three countries) is the type we plan to use. The staff of this zine will not be in any of the games, at least not in this zine. The charge is \$3 for a team. The team captain will collect the zines for the whole team and be in charge of getting moves in on time.

\*

In case you're wondering. This zine will only be run on legal size ~~px~~ paper for this issue and the next one. This is due to our brilliant material dept. (me, eh, eh,) My own zins doesn't even fit into my filing cabinet. Also, we are using wet ditto on a dry ditto machine. Good Grief! This will soon be corrected. I've got a ream of paper to use up. Anyone for some paper? We even have sten.s, all we need is somewhere to run them off.

I GOT TA END THIS RAG (snore, snore)

Editor, ectisctator, and contribisatator  
address comments to ed.

Greg Long  
3526 S.W. 112  
Seattle, Wash. 98146

Gamemasters: Greg Long  
Doug Beyerlein  
Bill Stewart

others: Doug Baker  
?  
?

If B.B. is Rod Walker?  
Is L.B. little brother?

I have just got Greg's masters for the zine and once again he has left out a few things. We will trade all-for-all with any other zine, even Shagrin's. Diplomacy is a register trademark of Games Research Inc., 48 Wareham St., Boston, Mass. 02118. We already have one person signed up for regular Dippy so do not delay. Response to our zine is great; eight whole letters. Have you ever wondered how we put out this zine without a publisher? - Beyerlein (boy, my spelling is almost as bad as Greg's) If someone would write us you would not have to read this trash I have to write to fill SPACE.

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Lined

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